

X-RATED COMPUTER GAMES

Under the law, rape is a crime, but in the world of video games, it's just entertainment. "Custer's Revenge," a home video game manufactured by American Multiple Industries, depicts the rape of an American Indian woman (represented by a naked female figure with dark hair and a feather) by a naked Army officer with a visible erection. The player earns points by successfully joining the male figure with the female figure as many times as possible without being hit by an arrow or a cactus.

"It's strictly for fun. These little . . . figures are not doing violence to women. The only thing that might be construed as violent is tying an Indian maiden to a post and ravishing her, but he doesn't beat her first." So says a spokesman for AMI's public relations firm.

Protests against "Custer's Revenge" are being organized by a

number of Native American and women's groups.

Denise Fuge, president of NOW-New York, charges that the game "uses new technology to exploit women and degrade the American Indian community, portrays rape as an erotic act, and promotes the acceptability of raping certain groups of women, that is, Indian women."

At the NOW convention in October, copies of a petition protesting "Custer's Revenge" were distributed to representatives of more than 800 chapters nationwide.

At a protest in New York City, Michael A. Bush, executive director of American Indian Community House, said, "As American Indians . . . we see this disgusting video game for what it truly is—a sexist, racist, sadistic expression, the sole purpose of which is to fill the pockets of its creators and promoters."

Not surprisingly, the

bottom line in home video games with sexual themes is profits. AMI has released two other "adult" video games under the brand-name Mystique, retailing at \$49.95 each—\$10 to \$15 more than the most expensive of conventional video games.

As many as 750,000 units of the three games are now on the market, and the firm foresees two dozen adult games available by the end of 1983. Protest in person or write local stores that sell video cassettes or games. —Ann Hornaday